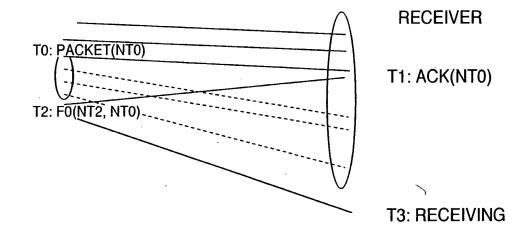
FIG. 1 (PRIOR ART)

	COMPRESSOR	DECOMPRESSOR
t ₀	HDR(n)	———— HDR(n)
t ₁ .	HDR(n+1)	
	HDR(n+2)	LOST
	•	
	HDR(2 ^k -1)	
	HDR(0)	
	HDR(1)	LOST
	:	
t ₂	HDR(n)	LOST
t ₃	HDR(n+1)	——— HDR(n+1)

FIG. 19



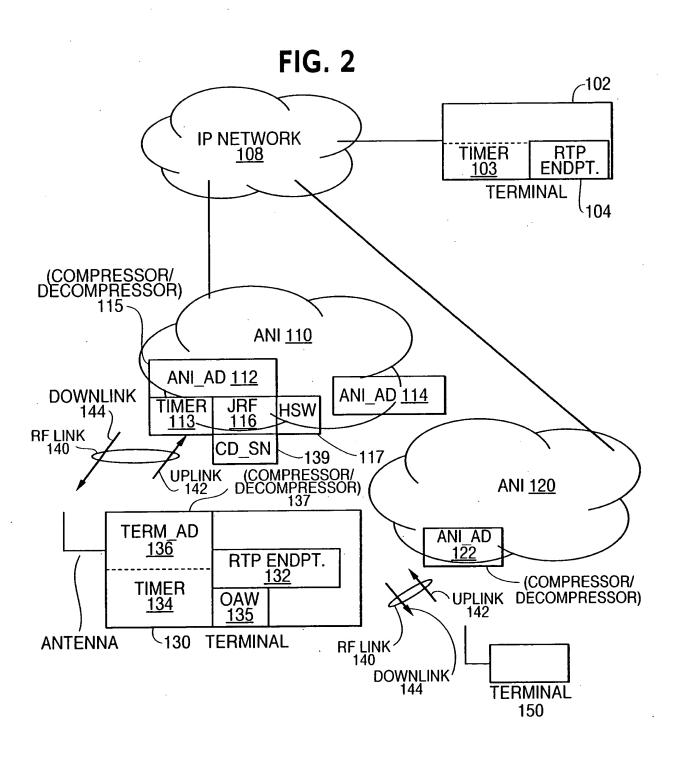


FIG. 3

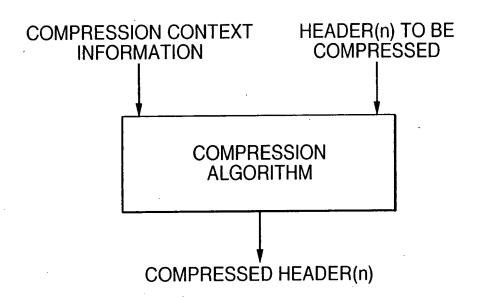
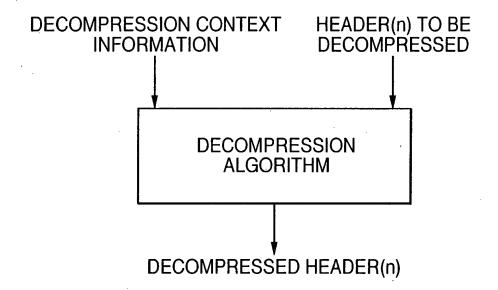


FIG. 4



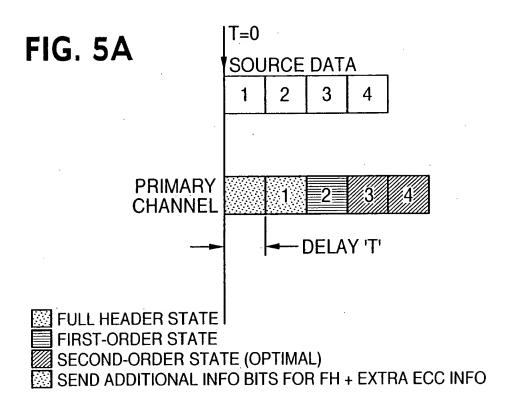


FIG. 5B

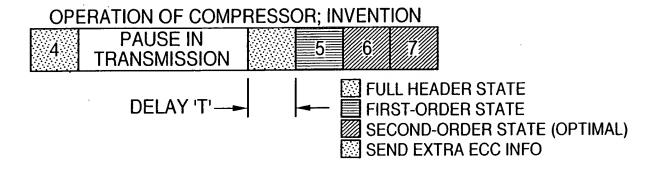


FIG. 6

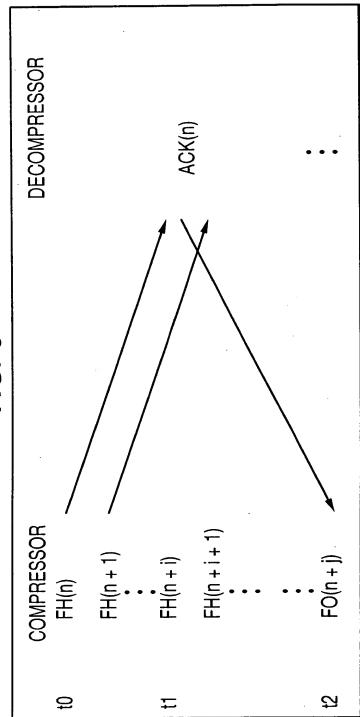
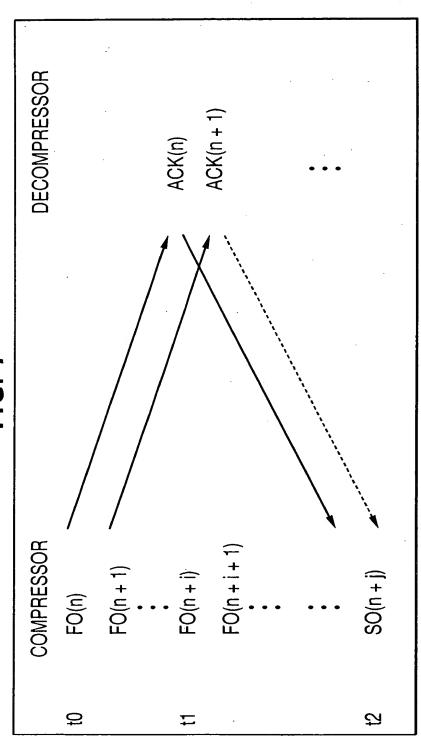


FIG. 7



ω 5

	n) 's ~ t _s + t						$\sim t_s + 2kt$		$t_{S} + (2^{K} + 1)t$
DECOMPRESSOR	HDR(n)	LSO7	1S07 4	1SO7 4	TS07	• • •	1S07	HDR(n+1)	
COMPRESSOR	HDR(n)	HDR(n+2)	HDR(2 ^k -1)	HDR(0)	HDR(1)		HDR(n)	SO(n+1)	
,	호 1						₽	ب	

FIG. 9

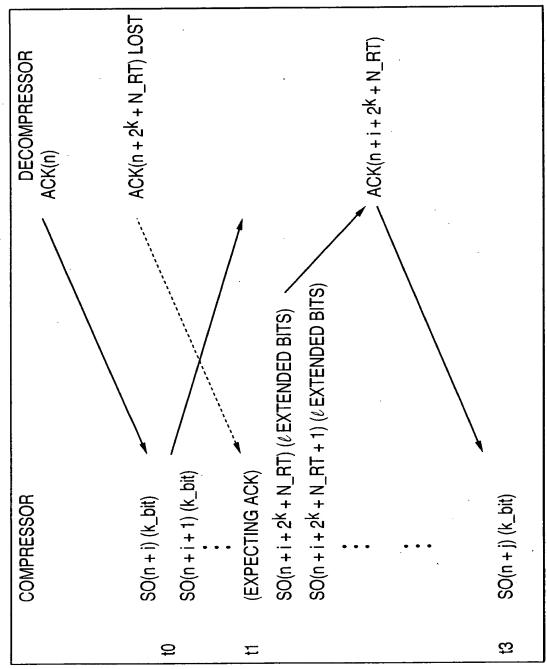


FIG. 10

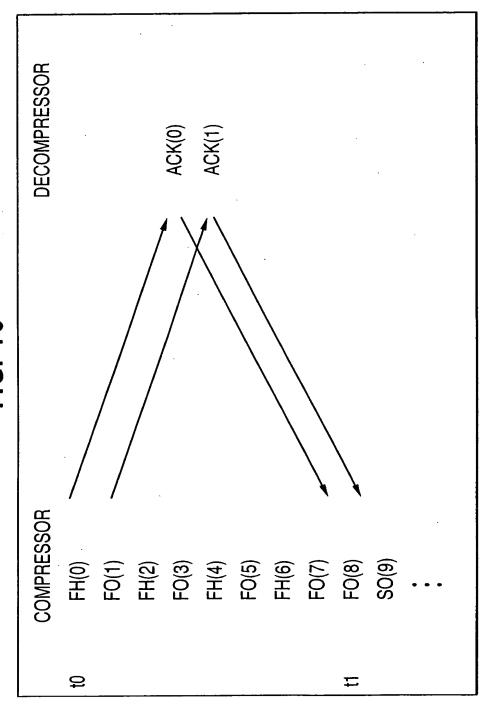


FIG. 1

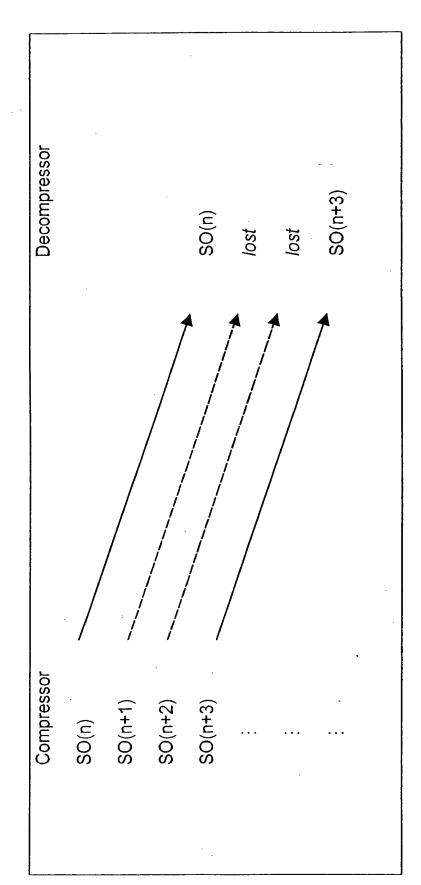


FIG. 12

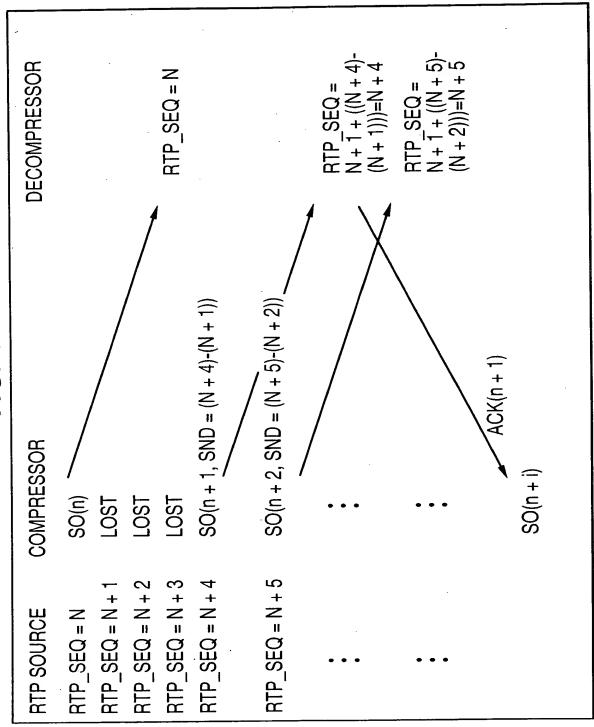


FIG. 13

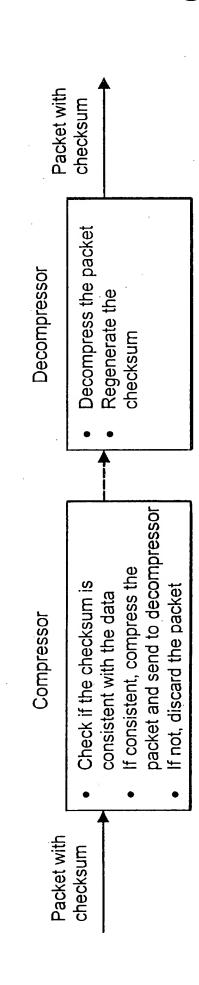


FIG. 14A 1. SO Packet

(DT = 0)

Payload C_RTP_SN Ы

FIG. 14B 2. ACK Packet

(PT = 10)

C_RTP_SN Ы

FIG. 14C 3. FO Packet

(PT = 110)

C_RTP_TS C_IP_ID Σ C_RTP_SN

PT

Payload

M – Marker Bit in the RTP Header (1 bit)
T – Flag which is set to 1 if C_RTP_TS is present, 0 otherwise (1 bit)
I – Flag which is set to 1 if C_IP_ID is present, 0 otherwise (1 bit)

FIG. 14D 4. FH Packet

(PT = 1110)

Payload	
RTP_Hdr	
UDP_Hdr*	
IP_Hdr*	
PŢ	

* The length fields in IP and UDP header in FH packets can be replaced with header compression information, assuming the packet length is provided by the lower layer at the decompressor side.

FIG. 14E

5. FO_EXT Packet

(PT = 11110)

Field Values Bit Mask C_IP_ID C_RTP_TS ≥ C_RTP_SN

딥

Payload

FO_EXT packet will be transmitted only if one or several non-essential fields have changed

• C_RTP_TS and C_IP_ID will be always present in a FO_EXT packet. Therefore, T and I bit-flag are not necessary.

(PT = 111110)6. FH_REQ Packet

P

Full header request packet will be sent only under exceptional situations, e.g., system crash

FIG. 15

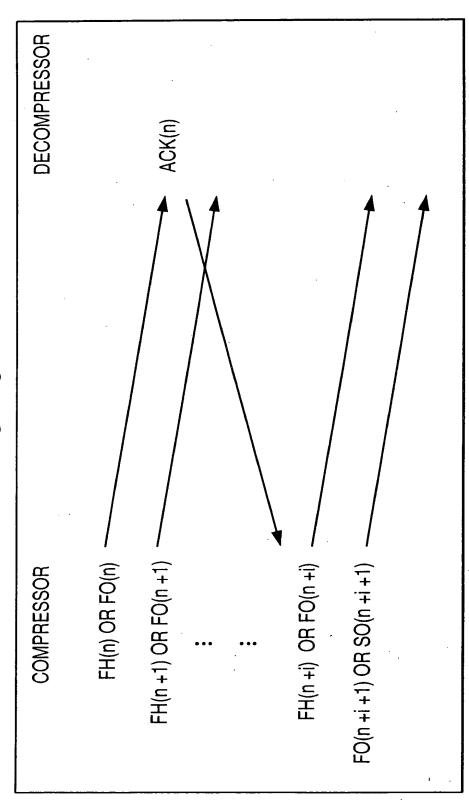


FIG. 16

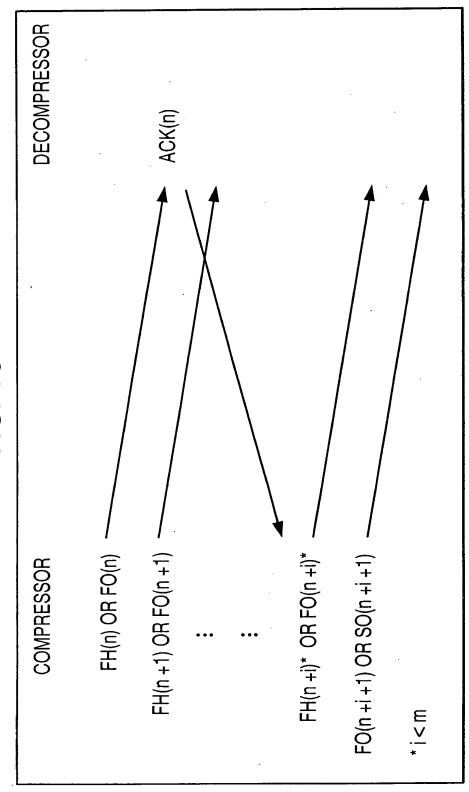


FIG. 17

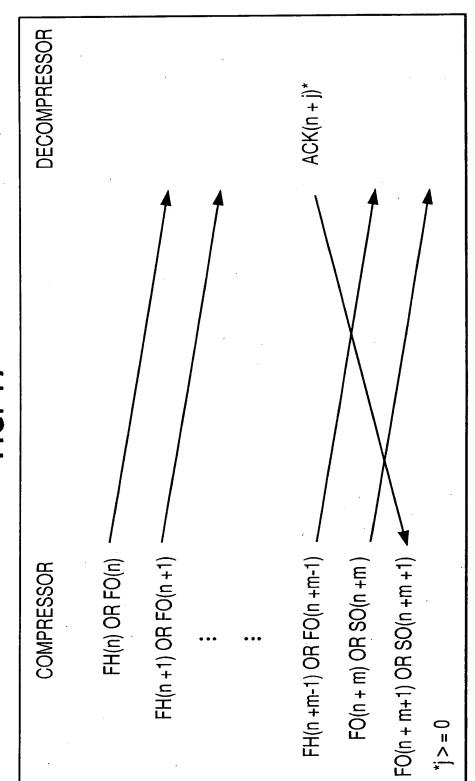


FIG. 18

